



SEGA OF AMERICA

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HELPFUL HINTS: ACTION FIGHTER

In the beginning of the game, there will be a name entry screen. Using the steps found on page 87 of the Action Fighter manual, enter the desired "Secret" word as found below. You will now begin the game with the features associated with that word.

1. S E C R E T . Game will begin with the letters SECD already collected. Your vehicle is a car as described on page three of the manual.
2. U N D E R . Game will begin with the player being invincible to enemy bullets until the first crash.
3. O P E N . Game will begin with the player receiving three extra lives after the timer has run out.
4. S P E C I A L . Game will begin with the features found in #1 and #2.
5. S O R T O U T . Game begins with the features found in #1, #2 and #3. Your vehicle also has all the "extra capabilities" as found on page 811 of the manual (usually obtained by dealing with the Mega truck).

To collect the "P" letters attack the flyers that are flying in formation.

Flags

As you come upon the flags during your mission, run over them. Try to hit all the flags as they appear. Your reward will be one of two cars. There is a crawling Yellow Car and a smiling Black and White Spotted Car. When CATS appears, being around them, you will notice the enemy bullets that are being shot at enemy ships that are on the attack, the Cat protects you. The ships will disappear into the Cat along with the bullets.